```
Order
      # parent
     # type
      # subtype
      # done
      # group
     # targetlocation
     # suborders
      # messagequeue
      # actionstring
      + ChooseTarget()
      + PursueTarget()
      + ClearMessages()
      + Order()
      + Order()
      + Destroy()
      + Execute()
      + queryType()
      + queryAny()
      + eraseType()
      and 24 more...
      # ~Order()
      # Destructor()
               Δ
Orders::MatchAngularVelocity
# desired_ang_velocity
# LocalAng
# willfinish
+ MatchAngularVelocity()
+ Execute()
+ SetDesiredAngularVelocity()
+ ~MatchAngularVelocity()
+ getOrderDescription()
    Orders::MatchVelocity
   # desired_velocity
   # LocalVelocity
   # afterburn
   + MatchVelocity()
   + Execute()
+ SetDesiredVelocity()
   + SetAfterburn()
   + ~MatchVelocity()
   + getOrderDescription()
          FlyByWire
  # DesiredShiftVelocity
  # DirectThrust
  # sheltonslide
  # controltype
  # inertial_flight_model
# inertial_flight_enable
  # stolen_setspeed
# stolen_setspeed_value
  + FlyByWire()
   + ~FlyByWire()
  + SwitchFlightMode()
   + ThrustRight()
  + ThrustUp()
+ ThrustEro
     ThrustFront()
   + DirectThrustRight()
  + DirectThrustUp()
   + DirectThrustF
  + SheltonSlide()
  and 12 more...
       EvadeLeftRightC
       EvadeLeftRightC()
      SetOppositeDir()
     + SetParent()
       Execute()
```